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Subject: Re: In-game building health meter  
Posted by [Altzan](#) on Mon, 22 Dec 2008 01:09:06 GMT  
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Goztow wrote on Sun, 21 December 2008 14:22: It's too easy to defend if you can keep an eye on every building.

That hit my logic senses head on. You are absolutely correct. How could anyone hit a building if the enemies knew the health of it every waking moment? That one trick of hitting one building and running to a different one would be ineffectual as well.

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